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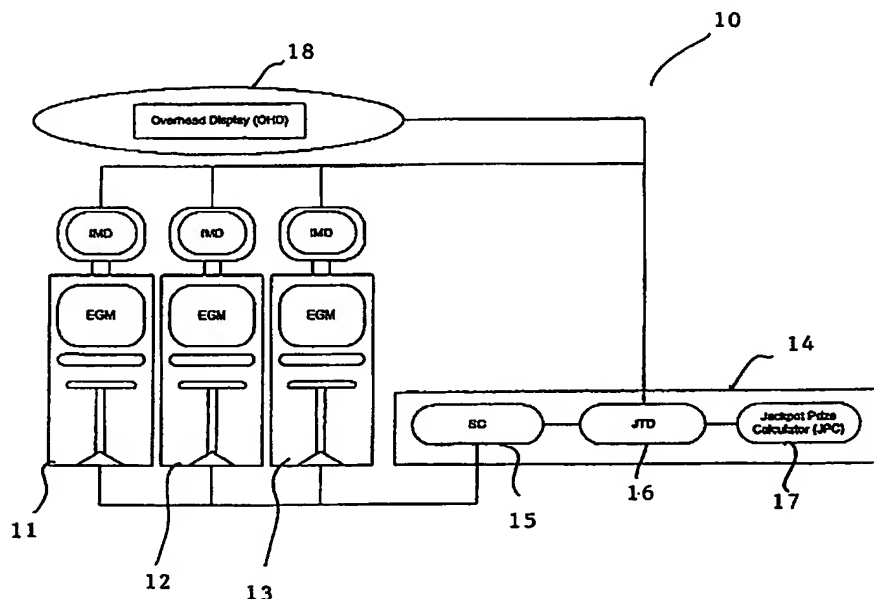
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(54) Title: **GAMING SYSTEMS**



(57) Abstract: A method of awarding a prize in a gaming system including a plurality of game consoles (11, 12, 13) comprising the steps of providing a trigger value derived from a random variable having a non-uniform distribution, periodically receiving count data from each game console, being data representing at least one parameter of a game console, calculating a total value representing the total count data received, comparing the total value with the trigger value, transmitting a prize instruction signal to an output means if the total value has a predetermined relationship with the trigger value, whereby the prize instruction signal results in at least one game console issuing a prize.

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